# Mark Billinghurst

## List of Publications by Year
## in descending order

| | | | |
|---|---|---|---|
| **519**<br>papers | **16,515**<br>citations | 81743<br>**39**<br>h-index | 66788<br>**78**<br>g-index |
| **526**<br>all docs | **526**<br>docs citations | **526**<br>times ranked | **6669**<br>citing authors |

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|---|---------|-----|-----------|
| 1 | HapticProxy: Providing Positional Vibrotactile Feedback on a Physical Proxy for Virtual-Real Interaction in Augmented Reality. International Journal of Human-Computer Interaction, 2023, 39, 449-463. | 3.3 | 2 |
| 2 | NapWell: An EOG-based Sleep Assistant Exploring the Effects of Virtual Reality on Sleep Onset. Virtual Reality, 2022, 26, 437-451. | 4.1 | 7 |
| 3 | Cognitive load considerations for Augmented Reality in network security training. Computers and Graphics, 2022, 102, 566-591. | 1.4 | 5 |
| 4 | Effects of interacting with facial expressions and controllers in different virtual environments on presence, usability, affect, and neurophysiological signals. International Journal of Human Computer Studies, 2022, 160, 102762. | 3.7 | 3 |
| 5 | Seeing is believing: AR-assisted blind area assembly to support hand–eye coordination. International Journal of Advanced Manufacturing Technology, 2022, 119, 8149-8158. | 1.5 | 10 |
| 6 | Editorial: Virtual Reality and Mental Health: Opportunities to Advance Research and Practice. Frontiers in Virtual Reality, 2022, 3, . | 2.5 | 0 |
| 7 | A Natural Interaction Paradigm to Facilitate Cardiac Anatomy Education using Augmented Reality and a Surgical Metaphor. , 2022, , . | | 1 |
| 8 | Emotion Recognition in Conversations Using Brain and Physiological Signals. , 2022, , . | | 8 |
| 9 | Octopus Sensing: A Python library for human behavior studies. Journal of Open Source Software, 2022, 7, 4045. | 2.0 | 4 |
| 10 | Designing and Implementing Individualized VR for Supporting Depression. , 2022, , . | | 3 |
| 11 | Using Speech to Visualise Shared Gaze Cues in MR Remote Collaboration. , 2022, , . | | 3 |
| 12 | Jamming in MR: Towards Real-Time Music Collaboration in Mixed Reality. , 2022, , . | | 3 |
| 13 | Jitsi360: Using 360 Images for Live Tours. , 2022, , . | | 2 |
| 14 | Empathic Skills Training in Virtual Reality: A Scoping Review. , 2022, , . | | 1 |
| 15 | A review on communication cues for augmented reality based remote guidance. Journal on Multimodal User Interfaces, 2022, 16, 239-256. | 2.0 | 6 |
| 16 | Supporting Jury Understanding of Expert Evidence in a Virtual Environment. , 2022, , . | | 3 |
| 17 | A Tangible Augmented Reality Programming Learning Environment for Textual Languages. , 2022, , . | | 2 |
| 18 | VR [we are] Training - Workshop on Collaborative Virtual Training for Challenging Contexts. , 2022, , . | | 3 |

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| 19 | RaITIn: Radar-Based Identification for Tangible Interactions. , 2022, , . | | 3 |
| 20 | Total VREcall. , 2022, 6, 1-21. | | 3 |
| 21 | A comprehensive review of augmented reality-based instruction in manual assembly, training and repair. Robotics and Computer-Integrated Manufacturing, 2022, 78, 102407. | 6.1 | 43 |
| 22 | 3DGAM: using 3D gesture and CAD models for training on mixed reality remote collaboration. Multimedia Tools and Applications, 2021, 80, 31059-31084. | 2.6 | 40 |
| 23 | User experience design for a smart-mirror-based personalized training system. Multimedia Tools and Applications, 2021, 80, 31159-31181. | 2.6 | 11 |
| 24 | Aerial firefighter radio communication performance in a virtual training system: radio communication disruptions simulated in VR for Air Attack Supervision. Visual Computer, 2021, 37, 63-76. | 2.5 | 12 |
| 25 | A comparative study on inter-brain synchrony in real and virtual environments using hyperscanning. Computers and Graphics, 2021, 94, 62-75. | 1.4 | 24 |
| 26 | Empathic Computing and Human Robot Interaction. , 2021, , . | | 2 |
| 27 | Grand Challenges for Augmented Reality. Frontiers in Virtual Reality, 2021, 2, . | 2.5 | 29 |
| 28 | Immersive Inclusivity at CHI: Design and Creation of Inclusive User Interactions Through Immersive Media. , 2021, , . | | 2 |
| 29 | eyemR-Vis: A Mixed Reality System to Visualise Bi-Directional Gaze Behavioural Cues Between Remote Collaborators. , 2021, , . | | 5 |
| 30 | Adapting Fittsâ€™ Law and N-Back to Assess Hand Proprioception. , 2021, , . | | 2 |
| 31 | eyemR-Vis: Using Bi-Directional Gaze Behavioural Cues to Improve Mixed Reality Remote Collaboration. , 2021, , . | | 14 |
| 32 | Creative Immersive AI:Emerging Challenges and Opportunities forCreative Applications of AI in Immersive Media. , 2021, , . | | 1 |
| 33 | ShowMeAround: Giving Virtual Tours Using Live 360 Video. , 2021, , . | | 12 |
| 34 | SecondSight: A Framework for Cross-Device Augmented Reality Interfaces. , 2021, , . | | 11 |
| 35 | Rapid Prototyping of XR Experiences. , 2021, , . | | 2 |
| 36 | XRTB: A Cross Reality Teleconference Bridge to incorporate 3D interactivity to 2D Teleconferencing. , 2021, , . | | 5 |

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| 37 | Manipulating Avatars for Enhanced Communication in Extended Reality. , 2021, , . | | 5 |
| 38 | Connecting the Brains via Virtual Eyes : Eye-Gaze Directions and Inter-brain Synchrony in VR. , 2021, , . | | 2 |
| 39 | Bringing the Jury to the Scene of the Crime: Memory and Decision-Making in a Simulated Crime Scene. , 2021, , . | | 17 |
| 40 | First Contact â€" Take 2: Using XR technology as a bridge between Māori, Pākehā and people from other cultures in Aotearoa, New Zealand. Virtual Creativity, 2021, 11, 67-90. | 0.2 | 3 |
| 41 | Eye See What You See: Exploring How Bi-Directional Augmented Reality Gaze Visualisation Influences Co-Located Symmetric Collaboration. Frontiers in Virtual Reality, 2021, 2, . | 2.5 | 23 |
| 42 | Designing Individualised Virtual Reality Applications for Supporting Depression: A Feasibility Study. , 2021, , . | | 12 |
| 43 | Bringing full-featured mobile phone interaction into virtual reality. Computers and Graphics, 2021, 97, 42-53. | 1.4 | 21 |
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| 45 | A Hybrid 2D-3D Tangible Interface for Virtual Reality. , 2021, , . | | 2 |
| 46 | Spatial Perception Enhancement in Assembly Training Using Augmented Volumetric Playback. Frontiers in Virtual Reality, 2021, 2, . | 2.5 | 5 |
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| 48 | AR/MR Remote Collaboration on Physical Tasks: A Review. Robotics and Computer-Integrated Manufacturing, 2021, 72, 102071. | 6.1 | 68 |
| 49 | Identifying Human Factors for Remote Guidance on Physical Tasks. Lecture Notes in Computer Science, 2021, , 271-283. | 1.0 | 1 |
| 50 | The role of user-centered AR instruction in improving novice spatial cognition in a high-precision procedural task. Advanced Engineering Informatics, 2021, 47, 101250. | 4.0 | 24 |
| 51 | Leveraging Enhanced Virtual Reality Methods and Environments for Efficient, Intuitive, and Immersive Teleoperation of Robots. , 2021, , . | | 7 |
| 52 | Using the Visuo-Haptic Illusion to Perceive and Manipulate Different Virtual Objects in Augmented Reality. IEEE Access, 2021, 9, 143782-143794. | 2.6 | 4 |
| 53 | Eye-gaze, inter-brain synchrony, and collaborative VR in conjunction with online counselling: A pilot study. , 2021, , . | | 1 |
| 54 | Simultaneous Real Walking and Asymmetric Input in Virtual Reality with a Smartphone-based Hybrid Interface. , 2021, , . | | 1 |

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| 55 | Transitional Interfaces in Mixed and Cross-Reality: A new frontier?. , 2021, , . | | 8 |
| 56 | DiVRsify: Break the Cycle and Develop VR for Everyone. IEEE Computer Graphics and Applications, 2021, 41, 133-142. | 1.0 | 11 |
| 57 | ARinVR: Bringing Mobile AR into VR. , 2021, , . | | 2 |
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| 59 | eyemR-Talk: Using Speech to Visualise Shared MR Gaze Cues. , 2021, , . | | 2 |
| 60 | VRTwitch: Enabling Micro-motions in VR with Radar Sensing. , 2021, , . | | 0 |
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| 62 | Rapid prototyping for XR. , 2021, , . | | 1 |
| 63 | A comprehensive survey of AR/MR-based co-design in manufacturing. Engineering With Computers, 2020, 36, 1715-1738. | 3.5 | 38 |
| 64 | An assessment of geometry teaching supported with augmented reality teaching materials to enhance studentsâ€™ 3D geometry thinking skills. International Journal of Mathematical Education in Science and Technology, 2020, 51, 224-246. | 0.8 | 44 |
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| 66 | Multimodal Emotion Recognition With Transformer-Based Self Supervised Feature Fusion. IEEE Access, 2020, 8, 176274-176285. | 2.6 | 59 |
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| 68 | The combination of visual communication cues in mixed reality remote collaboration. Journal on Multimodal User Interfaces, 2020, 14, 321-335. | 2.0 | 36 |
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| 78 | Haptic Feedback Helps Me? A VR-SAR Remote Collaborative System with Tangible Interaction. International Journal of Human-Computer Interaction, 2020, 36, 1242-1257. | 3.3 | 28 |
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| 80 | Enhancing First-Person View Task Instruction Videos with Augmented Reality Cues. , 2020, , . | | 13 |
| 81 | A User Study on Mixed Reality Remote Collaboration with Eye Gaze and Hand Gesture Sharing. , 2020, , . | | 103 |
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| 84 | NeuralDrum: Perceiving Brain Synchronicity in XR Drumming. , 2020, , . | | 4 |
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| 94 | Rapid Prototyping for AR/VR Experiences. , 2020, , . | | 0 |
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| 97 | AffectivelyVR: Towards VR Personalized Emotion Recognition. , 2020, , . | | 15 |
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| 99 | A User Study of a Gaze Window User Interface. , 2020, , . | | 0 |
| 100 | A Neurophysiological Approach for Measuring Presence in Immersive Virtual Environments. , 2020, , . | | 8 |
| 101 | Perceptions of Integrating Augmented Reality into Network Cabling Tutors. , 2020, , . | | 1 |
| 102 | Usability Considerations of Hand Held Augmented Reality Wiring Tutors. , 2020, , . | | 2 |
| 103 | The Effect of Avatar Appearance on Social Presence in an Augmented Reality Remote Collaboration. , 2019, , . | | 89 |
| 104 | Warping Deixis. , 2019, , . | | 16 |
| 105 | Sharing Emotion by Displaying a Partner Near the Gaze Point in a Telepresence System. , 2019, , . | | 7 |
| 106 | A gesture- and head-based multimodal interaction platform for MR remote collaboration. International Journal of Advanced Manufacturing Technology, 2019, 105, 3031-3043. | 1.5 | 30 |
| 107 | Supporting Visual Annotation Cues in a Live 360 Panorama-based Mixed Reality Remote Collaboration. , 2019, , . | | 4 |
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| 109 | Head Pointer or Eye Gaze: Which Helps More in MR Remote Collaboration?. , 2019, , . | | 23 |
| 110 | Exploration of an EEG-Based Cognitively Adaptive Training System in Virtual Reality. , 2019, , . | | 51 |
| 111 | Getting your game on: Using virtual reality to improve real table tennis skills. PLoS ONE, 2019, 14, e0222351. | 1.1 | 73 |
| 112 | The Effects of Sharing Awareness Cues in Collaborative Mixed Reality. Frontiers in Robotics and AI, 2019, 6, 5. | 2.0 | 97 |
| 113 | Revisiting collaboration through mixed reality: The evolution of groupware. International Journal of Human Computer Studies, 2019, 131, 81-98. | 3.7 | 163 |
| 114 | ZenG. , 2019, , . | | 11 |
| 115 | Evaluating the Combination of Visual Communication Cues for HMD-based Mixed Reality Remote Collaboration. , 2019, , . | | 67 |
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| 117 | Mixed Reality Remote Collaboration Combining 360 Video and 3D Reconstruction. , 2019, , . | | 105 |
| 118 | On the Shoulder of the Giant. , 2019, , . | | 83 |
| 119 | Less is More: Using Spatialized Auditory and Visual Cues for Target Acquisition in a Real-World Search Task. , 2019, , . | | 3 |
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| 124 | A Comparison of Desktop and Augmented Reality Scenario Based Training Authoring Tools. , 2019, , . | | 12 |
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| 128 | Wearable RemoteFusion: A Mixed Reality Remote Collaboration System with Local Eye Gaze and Remote Hand Gesture Sharing. , 2019, , . | | 16 |
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| 130 | A Technique for Mixed Reality Remote Collaboration using 360 Panoramas in 3D Reconstructed Scenes. , 2019, , . | | 18 |
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| 132 | SnapChart: an Augmented Reality Analytics Toolkit to Enhance Interactivity in a Collaborative Environment. , 2019, , . | | 6 |
| 133 | Designing an Augmented Reality Multimodal Interface for 6DOF Manipulation Techniques. Advances in Intelligent Systems and Computing, 2019, , 309-322. | 0.5 | 9 |
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| 137 | Adventures in Hologram Space: Exploring the Design Space of Eye-to-eye Volumetric Telepresence. , 2019, , . | | 8 |
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| 139 | Investigating the use of Different Visual Cues to Improve Social Presence within a 360 Mixed Reality Remote Collaboration*. , 2019, , . | | 19 |
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| 142 | Assessing the Relationship between Cognitive Load and the Usability of a Mobile Augmented Reality Tutorial System: A Study of Gender Effects. International Journal of Assessment Tools in Education, 2019, 6, 378-395. | 0.4 | 14 |
| 143 | 360Drops: Mixed Reality Remote Collaboration using 360 Panoramas within the 3D Scene*. , 2019, , . | | 7 |
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| 147 | <i>Levity</i>. , 2018, , . | | 16 |
| 148 | Filtering Shared Social Data in AR. , 2018, , . | | 2 |
| 149 | Mini-Me. , 2018, , . | | 220 |
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| 152 | Do You Know What I Mean? An MR-Based Collaborative Platform. , 2018, , . | | 6 |
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| 154 | HandsInTouch. , 2018, , . | | 14 |
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| 156 | Effects of Sharing Real-Time Multi-Sensory Heart Rate Feedback in Different Immersive Collaborative Virtual Environments. , 2018, , . | | 16 |
| 157 | A User Study on MR Remote Collaboration Using Live 360 Video. , 2018, , . | | 60 |
| 158 | Real-time visual representations for mobile mixed reality remote collaboration. , 2018, , . | | 20 |
| 159 | Effects of Manipulating Physiological Feedback in Immersive Virtual Environments. , 2018, , . | | 17 |
| 160 | Demonstrating Emotion Sharing and Augmentation in Cooperative Virtual Reality Games. , 2018, , . | | 1 |
| 161 | The Potential of Augmented Reality for Computer Science Education. , 2018, , . | | 8 |
| 162 | Filtering 3D Shared Surrounding Environments by Social Proximity in AR. , 2018, , . | | 0 |

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| 163 | Band of Brothers and Bolts: Caring About Your Robot Teammate. , 2018, , . | | 3 |
| 164 | The Effect of AR Based Emotional Interaction Among Personified Physical Objects in Manual Operation. , 2018, , . | | 0 |
| 165 | Demonstrating Emotion Sharing and Augmentation in Cooperative Virtual Reality Games. , 2018, , . | | 0 |
| 166 | TEAMMATE: A Scalable System for Measuring Affect in Human-Machine Teams. , 2018, , . | | 0 |
| 167 | A Comparison of Predictive Spatial Augmented Reality Cues for Procedural Tasks. IEEE Transactions on Visualization and Computer Graphics, 2018, 24, 2846-2856. | 2.9 | 32 |
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| 169 | Development of a Multi-Sensory Virtual Reality Training Simulator for Airborne Firefighters Supervising Aerial Wildfire Suppression. , 2018, , . | | 14 |
| 170 | Hand gestures and visual annotation in live 360 panorama-based mixed reality remote collaboration. , 2018, , . | | 30 |
| 171 | A generalized, rapid authoring tool for intelligent tutoring systems. , 2018, , . | | 1 |
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| 175 | The Effect of Immersive Displays on Situation Awareness in Virtual Environments for Aerial Firefighting Air Attack Supervisor Training. , 2018, , . | | 8 |
| 176 | Design considerations for combining augmented reality with intelligent tutors. Computers and Graphics, 2018, 77, 166-182. | 1.4 | 28 |
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| 183 | He who hesitates is lost (...in thoughts over a robot). , 2018, , . | | 7 |
| 184 | The Effect of Collaboration Styles and View Independence on Video-Mediated Remote Collaboration. Computer Supported Cooperative Work, 2018, 27, 569-607. | 1.9 | 57 |
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| 197 | Towards optimization of mid-air gestures for in-vehicle interactions. , 2017, , . | | 9 |
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| 201 | Automated enabling of head mounted display using gaze-depth estimation. , 2017, , . | | 2 |
| 202 | AR social continuum. , 2017, , . | | 0 |
| 203 | Using visual and spatial cues to represent social contacts in AR. , 2017, , . | | 4 |
| 204 | Static local environment capturing and sharing for MR remote collaboration. , 2017, , . | | 18 |
| 205 | [POSTER] CoVAR: Mixed-Platform Remote Collaborative Augmented and Virtual Realities System with Shared Collaboration Cues. , 2017, , . | | 37 |
| 206 | Design of a wearable system for 3D data acquisition and reconstruction for tree climbers. , 2017, , . | | 1 |
| 207 | CoVAR. , 2017, , . | | 69 |
| 208 | Exploring mixed-scale gesture interaction. , 2017, , . | | 7 |
| 209 | Exploring enhancements for remote mixed reality collaboration. , 2017, , . | | 92 |
| 210 | [POSTER] The Social AR Continuum: Concept and User Study. , 2017, , . | | 3 |
| 211 | Workshop on augmented reality for good. , 2017, , . | | 0 |
| 212 | Factors Influencing the Acceptance of Augmented Reality in Education: A Review of the Literature. Journal of Computer Science, 2017, 13, 581-589. | 0.5 | 37 |
| 213 | Sharedsphere. , 2017, , . | | 23 |
| 214 | Intelligent Augmented Reality Tutoring for Physical Tasks with Medical Professionals. Lecture Notes in Computer Science, 2017, , 450-454. | 1.0 | 6 |
| 215 | A Systematic Review of Usability Studies in Augmented Reality between 2005 and 2014. , 2016, , . | | 25 |
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| 226 | A Study in Virtual Navigation Cues for Forklift Operators. , 2016, , . | | 1 |
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